

ABSTRACT

A data transmission method configures a source plug on a source device and a destination plug on a destination device for respectively transmitting and receiving isochronous data packets in non real-time. A stream of non real-time isochronous data packets is formed by first packetizing the data stream into conventional real-time isochronous data packets. Then, either a partial real-time isochronous data packet or multiple real-time isochronous data packets are encapsulated within a data payload portion of a non real-time isochronous data packet depending on the transmission speed. If the transmission speed is less than real-time, then a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet. If the transmission speed is greater than real-time, then multiple real-time isochronous data packets are encapsulated within a single non real-time isochronous data packet. The stream of non real-time isochronous data packets is transmitted from the source device via the source plug to the destination device via the destination plug.